



THE
WITCHER

UNDER THE SUN OF ZERRIKANIA

Magi: Witchers of the school of the Phoenix

Female magi

Since the Merging doesn't change the body of the applicant, witchers of the school of the phoenix (also called Magi) can be both male and female, don't benefit from an enhanced lifespan, and are not sterile; in fact, the new applicants are often taken from witcher family lines, whose bloodline seem to have proven particularly resilient to the ill effects of the Merging.

he world is vast, and while monsters roam all four corners of the Earth, the alchemical substances required to turn a man into a Witcher can't easily be found all around the globe; so, in an interesting case of parallel evolution, the council of mages in Zerrikania (rumoured to have been assisted by a dragon) managed to create its own breed of monster hunters.

While the witchers in the continent are changed in the body, the witchers in Zerrikania are mostly changed in their mind.

Instead of enduring the trial of the Grasses, young men and women are subjected to the Merging, a process that rips the mind out of the applicant, splits it in countless copies, and merges it with the memories of past hunts, conserved into crystals not dissimilar from the ones used in megascopes. Then, the crystals are ground into dust, mixed with ink, and injected in the body of the applicant as tattoos.

If the process succeeds, the newly born witchers conserve their own memories and personalities, and they now possess the experience of hundred of witchers that lived before; while their bodies are unchanged, they can now react as quickly and accurately as if they trained for centuries: for a magus, dodge and strike is as easy and instinctual as pulling the hand back from a hot stove.



If the process fails, though (and the success rate is quite low), the applicants risk becoming empty shells, little more than drooling husks, their mind forever lost; in other cases, while the memories are successfully injected, the personality of the applicant is forever lost, the witcher now a living automaton devoid of memories and feeling.

Perks

Memories of past hunts

Magi have an almost encyclopaedic knowledge of the monsters and the tactics required to fight them. They gain +2 to their Education skill, and they can use it in any situation that you would normally use Monster Lore for.

Preternatural reflexes

Albeit not being physically enhanced, thousands of hours of virtual training make a magus capable of react almost

instinctively to a threat. Magi get an initial +1 to their dodge, staff/spear and athletics skills (this cannot bring the skill above 10).

Overspecialized

Due to the peculiar nature of their training, magi struggle to adapt to new situations. If they fail to identify a monster, or if they otherwise find themselves to fight against a particularly unusual enemy, they gain -1 to all their rolls until the end of the fight.

Magus

“I remember this. Actually, I remember dying because of this creature. Let’s proceed with caution.”

–Isabis Msaga, magus

“A sword? What a peculiar choice for a hunter. Where I come from, those who hunt monsters wield a shield and a spear, and they most definitely don’t hunt alone. You see, in Zerrikania monster get big: you don’t want to be anywhere close to a spider large enough to eat an elephant. Got to keep your distance, right? Maybe lay traps, use bombs, move on horseback to lure it where you want or tire it out. And, really, why travel alone? Magi work tightly with their cadre. At very least, they need someone to record their fights, imprint them into those shiny crystals that they use to create new magi.

Then, they could definitely use someone to patch them up because no, they don’t heal overnight like you mutants. No offense, I hope? Good.

Finally, it would be a good idea to take an alchemist with you. An engineer, someone who can maintain and build ammunitions your firearm. You don’t have firearms? Lad, sit tight, because you are going to have your mind blown...”

- Dauda Bukenya, zerrikanian merchant.



The dancing flame (INT)

Like a witcher’s body is engineered to be able to fight monsters, a magus’s mind is carefully tuned to do the same. For a number of times equal to half of this skill (rounding up) per encounter, after failing an attack or a defense roll the magus can roll again on this skill, with the same DC of the original test. If the test is passed, the magus is considered to have passed the original roll.

Defining Skill

Thousand and one lives

Vigor

2

Magical

All Basic Signs

Skills

Athletics

Awareness

Dodge/Escape

Education

Ride

Spell Casting

Staff/Spear

Tactics

Wilderness Survival

Gear (Pick 2)

Horse

Ironwood chestplate

Samum x2

Silver javelin

Special

Magus spear

Handgonne

Ikhawu Shield

Zerrikaninan powder and silver bullet

Magus Skill Tree

The dancing flame (INT)

Like a witcher's body is engineered to be able to fight monsters, a magus's mind is carefully tuned to do the same. For a number of times equal to half of this skill (rounding up) per encounter, after failing an attack or a defense roll the magus can roll again on this skill, with the same DC of the original test. If the test is passed, the magus is considered to have passed the original roll.

The Tactician	The Rider	The Hunter	The Warrior
Combat manoeuvre (INT)	Hit and run (REF)	A strong arm	Create the distance (REF)
By passing a test (DC chosen by the GM, depending on the number of enemies, the terrain etc.) the magus and another ally can swap places as a free action. The two characters must be at most 5 meters apart, and this can be done both in the target's and in the witcher's turn, and even in response to an enemy's attack.	After charging on horseback, before ending the turn the magus can roll a test with DC 16: if passed, he can move a number of meters equal to the SPD of the mount. If the target has been slain or stunned, and there are no other enemies in the same melee, this test automatically succeeds.	When throwing a javelin after having spent a turn aiming, add the value of this skill value to each the ranges.	The magus can make this special attack while wielding a spear and being under 2 meters from an enemy; if it hits, besides inflicting the normal amount of damage, it pushes the enemy to a distance of 2 meters from the magus. This attack cannot be used to push enemies into walls or off ledges.
Tactical reorganization	Distract (WIL)	Moving target (REF)	Keep the distance (REF)
Once per encounter, but not during the first two turns, the magus can provide a bonus to the initiatives to all his allies (himself included) equal to the level of this skill.	While on horseback, the magus can attempt to bait the monster and force it to follow him. Roll an opposed test against the monster's resist coercion: if succeeded, the monster must try to charge the magus. Every consecutive test gives the monster a +3 bonus.	Use this skill to attack a target who is running or flying at full speed: when doing so ignore the penalty for the moving target. If the javelin hits and wounds the target, it automatically hits a leg or a wing, and the target crashes to the ground and is stunned.	The magus can make this special attack while wielding a spear and being 2 meters away from a target. Roll an opposed test against the enemy's Courage skill: if succeeded, instead of inflicting damage it prevents the opponent from closing in during the next turn.
Pack hunting (INT)	Spiritual Link	Aim for the throat (REF)	Go for the kill (REF)
As an action, the magus can roll against a DC of 14 plus the number of allies in the fight: if he succeeds, for one turn all his allies (magus excluded) gain a bonus to hit equal to the number of them.	The Magus no longer suffers penalties to ride without a saddle, and gains a bonus to control checks equal to half this skill. When losing control of the mount, you can lower either roll by half of the points in this skill (rounded up, you chose which to lower after rolling)	After the magus or one of its allies inflicts a critical hit to a target, you can use this skill to aim for the head of the enemy with a javelin. If doing so, you don't get the -6 malus to the roll.	When attacking a stunned monster or a monster below 10 wounds, add this skill's score to any roll made to hit a specific body part.

Bard skill Tree

Busking (EMP)

A Bard is a wonderful thing to have around, especially when the party's low on money. A Bard can take an hour and make a **Busking** roll in the nearest town center. the total of this roll is the amount of money raked in by the Bard while they perform on the street. A fumble can lower the roll, and a negative value means that not only do you fail to make any coin but you are also harassed by the locals for your poor performance, resulting in a -2 to Charisma with anyone in the town for the rest of the day.

The Drummer

March (EMP)

The bard can roll this skill when his group is traveling on foot. The test has a DC equal to 10 + the predicted travel time in hours and +1 for every ten people composing the group. If succeeded, the travel time is reduced by 10%, plus a further 5% for each point above the DC (to a max of 40%).

Forward orders (EMP)

When an ally fails a command test, the nearby bard can roll on this skill with the same DC of the original test. If the test succeeds, the original test is passed.

Ritual Music (EMP)

When an ally is rolling on the Ritual Casting or Hex Weaving skills, the bard make a Ritual Music test with the same DC: if successful, he adds 1 to the result of the ally's test plus a further one for each two points above the threshold.

Craftsman skill Tree

Patch Job (CRA)

A skilled craftsman can patch a weapon or armor well enough to keep it working and keep its wearer/wielder in the fight, whether that be by tying a bowstring back together, sharpening the edge of a broken blade, or nailing a plate over a cracked shield. By taking a turn to roll **Patch Job** at a DC equal to the item's Crafting DC-3 a Craftsman can restore a broken shield or armor to half its full SP or restore a broken weapon to half its durability. Until fixed at a forge, a patched weapon does half its normal damage

The Pyrotechnician

Sapping (CRA)

The craftsman can use a dose of zerrikanian powder to open breaches in fortifications. Roll a Sapping test with a DC set by the master, and with a +2 for each dose of powder above the first. If the test is a success, the target is destroyed. Notice that rolling much above the DC can have unforeseen effects.

The Green Death

Add half of this skill level (rounded down) to the damage inflicted by the zerrikanian fire produced by the craftsman. Also, there is a chance equal to this skill level times 10 that the fire won't be put out after the target spends a turn trying to douse it.

Bomb making

When rolling on crafting a bomb, making zerrikanian powder or producing zerrikanian fire, add half of this skill's value to the roll (rounding down).

Sapping DC

Wooden door: 10

Robust wooden door: 12

Wooden wall: 12

Reinforced wooden door: 14

Logs wall: 16

Tree: 16

Stone wall: 20

Metal door: 20

Fortification: 24

Criminal skill Tree

Practices Paranoia (INT)

Whether they're an assassin, a thief, a counterfeiter, or a smuggler, criminals all share a practiced paranoia that keeps them out of trouble. Whenever a Criminal comes within 10m of a trap (this includes experimental traps, Man at Arms booby traps, and ambushes) they immediately can make a **Practiced Paranoia** roll at either the DC to spot the trap, the ambushing party's Stealth roll, or a DC set by the GM. Even if they don't succeed in spotting the trap, they are still aware that something is wrong.

The Trapper
Trap Laying (CRA)
A criminal can roll on this skill to build traps that do not require complex ingredients or tools. As a rule of thumb, if the trap can be built in the wilderness without specialized tools, you can use this skill instead of the more expensive Trap Crafting.
A dangerous prey
If a foe is following the Criminal's tracks, the player can decide to spend some time to endanger the chaser either directly (by laying a trap on the trail) or by leading it in a dangerous situation (next to the den of a dangerous monster, or in a dangerous neighbourhood). If the Criminal decides to do so, he grants a +3 to the opponent's Wilderness Survival (or, in urban environment, Street Wise) test and a -1 for each level in this skill. If the opponent fails the test, besides not being able to efficiently track the Criminal down, gets into trouble (player and GM should determine the exact nature of the trap).
Ambush (DEX)
A Criminal can spend an hour preparing an ambush site, concealing his allies as well as himself. This is an opposed test against the enemy's Awareness, and takes a -1 malus for each ally past the first. If the test is successful, the allies don't need to roll to hide from the enemy.

Doctor skill Tree

Healing Hands (CRA)

Anyone can apply some ointment and wrap a bandage around a cut, but a Doctor has true medical training which allows them to perform complex surgeries. A Doctor with **Healing Hands** is the only person who can heal a critical wound. To heal critical wounds a doctor must make a number of successful **Healing Hands** rolls based on the severity of the critical wound. The DC of the roll is based on the severity of the critical wound as well. **Healing Hands** can also be used for any First Aid task.

The Witch Doctor

The doctor's medicines

The Doctor can now a bland version of witcher potions that can work on normal humans. For simplicity's sake, the ingredients and the DC are the same as the original potions, but the effects are halved (i.e. the swallow potion now only cures a wound per round instead of three). These potions must be drank as soon as they are ready, and cannot be stored for later. For every 2 levels of this skill, the Doctor can brew an extra dose of the potion.

Memorized rituals (INT)*

Instead of using their sheer willpower to perform healing rituals, witch doctors can memorize the steps and use a more analytic approach to the process. This skill works exactly like Ritual Crafting, but it is based on INT instead of WIL, and only works on healing rituals.

Witchers and medicines

Witchers drinking the witch doctor's medicines do not gain any toxicity.

Mage skill Tree

Magical Training (INT)

To qualify as a Mage, a magically adept person must pass through the halls of one of the world's magical academies and learn the fundamentals of the magical arts. A Mage can roll **Magical Training** whenever they encounter a magical phenomenon, an unknown spell, or a question of magical theory. The DC is set by the GM, and a success allows the Mage to recall everything there is to know about the phenomenon. **Magical Training** can also be rolled as a form of Awareness that detects magic that is in use, or specters.

Lure of power DC

Under 100 m: 10

Under 1 km: 12

Under 5 km: 14

Under 10 km: 16

Under 50 km: 18

Under 100 km: 20

The Geomancer

Lure of power (WIL)

Through meditation and probing of the chaos fields, the Mage can try to find the position of the closest place of power. The DC of the test depends on how close is the nearest place of power.

Networking

Instead of using a place of power in the usual ways, the Mage can instead link the place of power with the ones close to it (up to a maximum of three). By doing so, each linked place of power reduces the number of days of rest necessary to be used again without risk by a number of days equal to half the level of this skill (rounding down) per linked place of power.

Convergence (WIL)*

With a complex ritual, a sorcerer can bend the winds of chaos and make them converge in a newly formed place of power. The ritual is long and complex, and requires at very least a test at DC 20 (if the area is ideal for the newly formed place of power, a suitable menhir has been erected and so on). Failing such a ritual has usually dire (if spectacular) consequences, and this choice should never be taken lightly.

Networking skill level

1 link

2 links

3 links

0-1

30 days
cooldown

30 days
cooldown

30 days
cooldown

2-3

29 days
cooldown

28 days
cooldown

27 days
cooldown

4-5

28 days
cooldown

26 days
cooldown

24 days
cooldown

6-7

27 days
cooldown

24 days
cooldown

21 days
cooldown

8-9

26 days
cooldown

22 days
cooldown

18 days
cooldown

10

25 days
cooldown

20 days
cooldown

15 days
cooldown

Man at arms skill Tree

Well Traveled (INT)

True Men At Arms like the Blue Stripes of Temeria and the Impera Brigade of Nilfgaard are hardened soldiers who never give in or surrender. When a Man At Arms falls to or below 0 Health, they can roll **Tough As Nails** at a DC equal to the number of negative Health times 2 to keep fighting. If they fail, they fall into Death State as per usual. If they succeed, they can keep fighting as if they were only at their Wound threshold. Any damage forces them to make another roll against a DC based on their Health.

The Fusilier

Careful maintenance

When rolling on the firearm fumble table, subtract half the value of this skill to the roll (rounded down)

Big game

When attacking a large or huge target with a firearm, decrease the size modifier by half the value of this skill, and increase the damage inflicted by half the value of this skill (rounded down).

Rapid reload (DEX)

While reloading a firearm, as a free action make a test with DC 16: if passed, you diminish by one turn the time required to reload.

Noble skill Tree

Notoriety

Nobility, whether earned by noble deeds or conferred by birth, grants a person a grandeur that must be acknowledged. Peasants may curse a noble's name and mock them in the safety of their hovels but most dare not insult a noble to their face. A Noble adds their Notoriety value to their Reputation score when in their home country or a country allied with their homeland. If a Noble travels to a kingdom or territory that is actively at war with or neutral toward their homeland, they gain only half their Notoriety value.

The Colonist

Prospect (INT)

Zerrikania is in constant need to reclaim lands from the wilderness: the only easily inhabitable lands are all found on a narrow strip the Tambewo river. The rest of the region is either deep forest or deadly savannah. When exploring a new region, roll a Prospect test with a DC of 14: if the test is successful, roll four times on the table below, and allocate the number of points above the DC in any of the four resources. Keep track of the potential sites, if in future you'd like to fund a Colony.

Colonize

You can add the number of level you have in Colonize to the appropriate test when you want to convince someone to move to your colony, making the population grow. The DC of the test depends by who is the potential colonist: convincing a prisoner who can choose between moving there and remaining in prison will have a DC of 10, while persuading a successful merchant to move in the middle of nowhere might be nigh impossible. For each 10 people living in the colony, the size grows by 1.

Prosper

You can add the number of levels you have in Prosper to the appropriate test made to make the colony grow and prosper. For example, you can add them to a test of Business to negotiate a commercial route with a merchant, or you can add it to Street Wise while you try to track down a group of smugglers living in the colony.

Prospect Roll	Water	Fertility	Materials	Logistic	Dangers
1	None	Barren	None	Isolated	Hostile to life
2-3	Limited	Infertile	Trace amounts	Hard to reach	Deadly
4-5	Available	Average	Average	Reachable	Risky
6-7	Plentiful	Fruitful	Plentiful	Easily reachable	Liveable
8-9	Abundant	Fertile	Rich	On a path	Tranquil
10	Watermills	Exotic	Rare materials	Defensible access	Idyllic



Merchant skill Tree

Well Traveled (INT)

True Men At Arms like the Blue Stripes of Temeria and the Impera Brigade of Nilfgaard are hardened soldiers who never give in or surrender. When a Man At Arms falls to or below 0 Health, they can roll **Tough As Nails** at a DC equal to the number of negative Health times 2 to keep fighting. If they fail, they fall into Death State as per usual. If they succeed, they can keep fighting as if they were only at their Wound threshold. Any damage forces them to make another roll against a DC based on their Health.

The Explorer

Caravaneer (EMP)

When planning a voyage from a town to another, people can offer to pay you to join your caravan in exchange for safety. Test caravaneer with a DC of 12 plus the modifiers on the side table; if you succeed, a traveller joins you for the trip (plus an additional traveller for each point you exceed the DC), paying you 85 crowns per day until you reach the destination.

Cartographer (INT)

While travelling around the world, the Merchant can draw a map of the lands he crosses. Every time he finds himself in a savage and unexplored region, after each day of travel he can spend an hour to roll on the Cartographer skill (DC: 16). If he succeeds, he receives a map worth 1d6x100 crowns. The price can increase at GM discretion if there are particular points of interest in the area, and decrease if the scenery is dull and uninteresting (the map of the middle of the Korath desert might be worth nothing, but the path to an Oasis will be way more precious)

Supply lines (INT)

While in town, a Merchant can make a Supply Lines test with a DC determined by the master. If he succeeds, while he explores the region around the settlement, he is able to buy food and provisions and sell resources as if another merchant was following him. If the merchant strays too far from the settlement (beyond three days of travel) this benefit is lost. Depending on the result of the roll, other services can be available (smiths, craftsmen, healers...)

Caravaneer DC

Well established route	-1
Seldomly used route	+1
Notoriously hazardous route	+2
The merchant has a cart	-2
The merchant has an escort	-2
The merchant is new in town	+1
The merchant has a bad reputation	+2
The merchant is well known in town	-1
The merchant has a good reputation	-2

Priest skill Tree

Initiate of the Gods (EMP)

The churches of the world are often warm and inviting places, helping their communities and welcoming new converts. A Priest can roll **Initiate of the Gods** at a DC set by the GM at churches of the same faith to get free lodging, healing, and other services at the GM's discretion. **Initiate of the Gods** also works when dealing with members of the same faith, though they will likely be able to offer less than a fully supplied church. Keep in mind that **Initiate of the Gods** doesn't work with members of other faiths.

The Shaman

Ritual Sacrifice (WIL)

The Priest can spend six hours performing a Ritual Sacrifice to Zerrikanterment, the Dragon God. It usually involves killing an animal and ceremonially burning it on a pyre; human sacrifices are forbidden in all Zerrikania, but this doesn't mean they are not effective. Generally speaking, the more valuable is the offer, the better is the result. If the ritual succeeds, when the priest fumbles during an invocation or during the Salvation skill test, he can reroll the die once. The second result is final. This bonus lasts for one day + 1 day per point above the threshold.

The last farewell

In the unfortunate eventuality of the death of one of the player characters, if the body is recovered and at least one day is spent preparing it, the Priest can properly cremate the body, ensuring that the soul will be welcomed in the spirit world. For each point spent in this skill, the player who lost the character will be able to allocate one additional skill point during the creation of the new one.

Salvation (WIL)*

In Zerrikania, too, necromancy is forbidden: the dead should stay dead, period. This said, there is an invocation that sits on the edge between healing and resurrection: it is seen with great suspect, but it is not strictly tabu. When a character dies by failing a death save (not as the result of a deadly critical hit, and not after burning to death: the body needs to be relatively intact), if the Priest succeeds at reaching the body in one turn, on the following turn he can attempt to test the Salvation skill with a DC of 16 + 1 per point of negative health of the victim. If the priest rolls 10 or more points below the DC, he is immediately attacked by a Noon Wraith.

Ritual Sacrifice DC

A rabbit	24
A goat	20
A cow	18
A horse	16
A man	10
The animal is somehow rare and precious (for example, an albino cow)	-3
There is a genuine bond between the sacrifice and the priest (the goat is the priest's pet, or the human is a dear friend)	x1/2

Witcher skill Tree

Wither Training (INT)

Most of a Witcher's early life is spent within the walls of their keep, studying huge, dusty tomes and going through hellish combat training. Many have argued that the Witcher's greatest weapon is their knowledge of monsters and their adaptability in any situation. When in a hostile environment or difficult terrain, a Witcher can lessen the penalties by half their **Witcher Training** value (minimum 1). **Witcher Training** can also be used in any situation that you would normally use Monster Lore for.

The Professional

Haggle (INT)

While negotiating the reward for a contract, the witcher will gladly describe gruesome and scary and gruesome details regarding the monster he's about to face, making the client more inclined to offer an higher sum of money. Roll this test opposed to the client's Courage: if the witcher wins, he negotiates a 10% higher reward, plus a 5% for each point above the DC.

Not a monster

Not all monsters are monsters. Some sentient creatures can be reasoned with, and some witchers prefer a non-violent approach when possible. Add the level of this skill to any test of Charisma, Intimidate, Deceit, Human Perception, Leadership and (hopefully just for succubi) Seduction when the Witcher is interacting with a Monster.

Show off

People often forget why witchers were created in first place, but riding in town with the head of a fiend dangling from the saddle is usually a good reminder. When a witcher kills a monster, he can take its head as a trophy: as long as the trophy is clearly visible on the witcher or on it's horse, he gains +1 to all EMP based tests for each 5 levels on this skill if the threat level was Easy **or** +1 for each 3 levels if the threat level was Medium **or** +1 for each 2 levels if the threat level was High. Please notice that after a week or so the trophy will start to stink, and will have to be replaced.